

I claim:

1 1. A method of playing a video game comprising the steps of:
2 maintaining a library containing a plurality of series of non-identical,
3 time sequenced images, with each series depicting a different event, and with at least
4 two images in each series, the images in each series identified as a first time image
5 for the earliest image in the time sequence, a second time image for the second
6 earliest image in time sequence, etc.;
7 providing an array of frames arranged substantially in a prescribed
8 arrangement;
9 displaying in a selected frame a selected one of the first time images
10 from said library;
11 displaying in another selected frame a selected one of the second time
12 images from said library;
13 establishing as a first winning condition the display in the selected
14 frames of one of the series of time sequenced images depicting an event.

1 2. A method according to claim 1 wherein said library contains at least three
2 series, wherein there are at least three images in each series, and wherein the array
3 includes at least nine frames arranged in at least three vertically oriented columns
4 and at least three horizontally oriented rows.

1 3. A method according to claim 2 comprising the further step of establishing
2 as a second winning condition the display in the frames diagonally extending
3 through the columns and rows one of the series of time sequenced images depicting
4 an event.

1 4. A method according to claim 1 wherein each of the events comprises a
2 sports activity.

1 5. A method according to claim 4 wherein each of the events comprises a
2 race activity.

1 6. A method according to claim 4 wherein each of the events comprises a
2 football game activity.

1 7. A method according to claim 1 comprising the further step of providing a
2 secondary game by which a second winning condition may be attained if said first
3 winning condition is attained, said second winning condition being different from
4 said first winning condition.

1 8. A method according to claim 6 comprising the further step of providing a
2 secondary game by which a second winning condition may be attained if said first
3 winning condition is attained, said second winning condition being different from
4 said first winning condition.

1 9. A method according to claim 8 wherein said secondary winning condition
2 comprises a football game scoring play.

1 10. A method according to claim 1 comprising the further step of awarding a
2 prize to a player of the game who achieves said winning condition.

1 11. A video game apparatus comprising;
2 means for maintaining a library containing a plurality of series of
3 non-identical, time sequenced images, with each series depicting a different event,
4 and with at least two images in each series, the images in each series identified as a
5 first time image for the earliest image in the time sequence, a second time image for
6 the second earliest image in time sequence, etc.;

7 means for providing an array of frames arranged substantially in a
8 prescribed arrangement;

9 means for displaying in a selected frame a selected one of the first
10 time images from said library;

11 means for displaying in another selected frame a selected one of the
12 second time images from said library; and

13 means for identifying as a first winning condition the display in the
14 selected frames of one of the series of time sequenced images depicting an event.

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1 12. A method of playing a video game comprising the steps of:

2 maintaining a library containing at least three series of non-identical,
3 time sequenced images, with each series depicting a different event, and with at least
4 three images in each series, the images in each series identified as a first time image
5 for the earliest image in the time sequence, a second time image for the second
6 earliest image in the time sequence, a third time image for the third earliest image in
7 the time sequence, etc.;

8 providing an array of at least three frames in a prescribed
9 arrangement;

10 displaying in a first selected frame a selected one of the first time
11 images from said library;

12 displaying in a second selected frame a selected one of the second
13 time images from said library;

14 displaying in a third selected frame a selected one of the third time
15 images from said library;

16 establishing as a first winning condition the display in the three
17 selected frames of one of the series of time sequenced images depicting an event.

1 13. A method according to claim 12 wherein said three selected frames are
2 located adjacent to each other in said array.

1 14. A method according to claim 12 wherein said first selected frame is
2 located to the left of said second selected frame, and wherein said second selected
3 frame is located to the left of said third selected frame.

1 15. A method according to claim 12 wherein each of the events comprises a
2 sports activity.

1 16. A method according to claim 15 wherein each of the events comprises a
2 race activity.

1 17. A method according to claim 15 wherein each of the events comprises a
2 football game activity.

1 18. A method according to claim 12 comprising the further step of providing
2 a secondary game by which a second winning condition may be attained if said first
3 winning condition is attained, said second winning condition being different from
4 said first winning condition.

1 19. A method according to claim 17 comprising the further step of providing
2 a secondary game by which a second winning condition may be attained if said first
3 winning condition is attained, said second winning condition being different from
4 said first winning condition.

1 20. A method according to claim 19 wherein said secondary winning
2 condition comprises a football game scoring play.

1 21. A method according to claim 12 comprising the further step of awarding
2 a prize to a player of the game who achieves said winning condition.

1 22. A video game apparatus comprising:
2 means for maintaining a library containing at least three series of
3 non-identical, time sequenced images, with each series depicting a different event,
4 and with at least three images in each series, the images in each series identified as a
5 first time image for the earliest image in the time sequence, a second time image for
6 the second earliest image in the time sequence, a third time image for the third
7 earliest image in the time sequence, etc.;
8 means for providing an array of at least three frames in a prescribed
9 arrangement;
10 means for displaying in a first selected frame a selected one of the
11 first images from said library;
12 means for displaying in a second selected frame a selected one of the
13 second images from said library;
14 means for displaying in a third selected frame a selected one of the

15 third images from said library; and
16 means for identifying as a first winning condition the display in the
17 three selected frames of one of the series of time sequenced images depicting an
18 event.

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